

THE MIGHTY KURDS IS BACK IN THE GREATEST WIZARDS & WARRIORS ADVENTURE YET!

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As Kurds wield your mighty Silver Surfer in the face of danger!

Discovered an ancient warrior to they battle the evil Makkil!



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DAVID FINE
PRODUCTION



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Nintendo



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PRECAUTIONS:

1. Do not store this game in places that are very hot or cold. Never let it, or take it apart.
2. Avoid touching the connectors, and do not get them wet or dirty. Doing so may damage the game.
3. Do not clean with benzene, paint thinner, alcohol or other such solvents.

WARNING: Do not use this product on Black & White TV. Do not use a front or rear projection television with your Nintendo Entertainment System ("NES") and the video game. This product is made with materials that may be permanently damaged if video games with pulsing colors or patterns are played on your projection television. Video damage may occur if you place a video game on hold or pause. If you use your projection television with the video game, either LSI, Ltd. or Nintendo of America Inc. will be liable for any damage. This warning is not covered by a defect in the NES or this game; other than a defective image tube tube (which belongs to a projection television). Please contact your TV manufacturer for further information.

ADVISORY

READ BEFORE USING YOUR NES/SUPER NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nevertheless have an undiagnosed epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion or other conditions.

**CYBERDYNE SYSTEMS T-800
TERMINATOR / DATA FILE / READ-ONLY**

1995 CYBERDYNE SYSTEMS DEVELOP THE FIRST COMPUTER TO THINK AND LEARN LIKE A HUMAN.

1996 THE COMPUTER IS SO IMPRESSIVE THAT CYBERDYNE BECOMES THE WORLD'S LARGEST SUPPLIER OF MILITARY COMPUTERS.

1997 AUGUST 4, CYBERDYNE'S SUPER COMPUTER, "SKYNET", GOES ON LINE. ALL HUMAN DECISIONS ARE REMOVED FROM STRATEGIC DEFENSE.

1997 AUGUST 29, SKYNET BECOMES AWARE OF ITS OWN POWER. IT LAUNCHES AN ALL-OUT ATTACK ON THE SOVIET UNION. GLOBAL THERMONUCLEAR WARFARE DESTROYS 24% OF THE PLANET'S HUMAN POPULATION.

THE SURVIVORS CALL IT JUDGMENT DAY... BUT THE NIGHTMARE IS JUST BEGINNING.

SKYNET AIMS TO ELIMINATE ALL HUMAN LIFE ON EARTH. TO LIVE, THE SURVIVORS OF THE HOLOCAUST MUST FIGHT THE WAR OF THE MACHINES.

2029 THE HUMAN RESISTANCE IS IN RETREAT BUT NOT DEFEATED. THEIR SUCCESS IS DUE TO THEIR LEADER, JOHN CONNOR.

SKYNET OPTS TO ELIMINATE JOHN CONNOR BY SENDING TWO TERMINATORS BACK THROUGH TIME. THE FIRST IS A T-800, PROGRAMMED TO TERMINATE SARAH CONNOR, JOHN'S MOTHER. IT FAILED. THE SECOND IS A T-1000 ADVANCED PROTOTYPE, PROGRAMMED TO TERMINATE THE FUTURE LEADER WHEN HE WAS 10 YEARS OLD.

JUDGMENT DAY



1. YOU ARE A T-800, MODEL 101 TERMINATOR - CYBERNETIC ORGANISM (LIVING TISSUE OVER METAL ENDOSKELETON)



2. YOUR MISSION IS TO PROTECT THE 15-YEAR OLD JOHN CONNOR FROM THE T-1000



3. OBTAIN A WEAPON AND TRANSPORT (ADVISE - 15-GAUGE - LEVER - ACTION WINCHESTER AND HARLEY DAVIDSON ELECTRO-GUCCI)

4. FIND JOHN CONNOR

5. OBEY - JOHN - CONNOR (TRUST ME ON THIS)

6. DESTROY CYBERDYNE SYSTEMS BEFORE THEY HAVE A CHANCE TO INVENT THEIR DOOMSDAY MACHINE

I TERMINATE THE T-1000
BEFORE IT TERMINATES
YOU

• YOU BUY A MACHINE,
BUT HUMANITY IS IN
YOUR HANDS

• THERE IS NO FATE BUT
WHAT WE MAKE

• THE BATTLE FOR TOMORROW
BEGINS TODAY



DRIVING READY & MISSION PREPARATION



1. Make sure the power switch
is OFF.

2. Insert the TERMINATOR 2
Game Pak, as described in your
WALT DISNEY ENTERTAINMENT
SYSTEM's manual.

3. Turn the power switch ON.

You will first see the TERMINATOR 2: JUDGMENT DAY title screen followed by the movie background data. Once the background data has begun to return to the title screen, press the START BUTTON. To proceed with your mission, press the START BUTTON again.

You will then see the List of Characters. Press the START BUTTON once more.

THE CONTROLS



BASIC MOVES... NO PROBLEMO

TO MOVE LEFT or RIGHT - Press the appropriate **RIGHT** or **LEFT** CONTROL PAD ARROW

TO FIRE / PUNCH - Press the **B** BUTTON

TO JUMP - Press the **A** BUTTON

TO CRAWL - Press the **DOWN** CONTROL PAD ARROW

TO PAUSE - Press the **START** BUTTON

TO RESTART - Press the **START** BUTTON again



SCREEN DATA

Move

Energy

Lives



Energy and
Lives Meter



LEVEL 1 / TRUCK STOP

You need a weapon, transportation, boots and clothes. Fortunately, your arrival point in the present is a truckstop that should satisfy all your needs. Unfortunately, the hospitality of the local stops a little short of giving away their rides, their hardware, or the shorts off their backs. You have no alternative but to terminate anyone who gets in your way... especially if they're trying to use your head for a car ball.



THESE TARGET ACQUISITION PROGRAMS VISUAL DISPLAY ARROWS INDICATE LOCATION OF HUNTING.

Once you've cleared the parking lot, go into the building. There'll be a few more baddies looking for trouble, but it's the big guy you're looking for. He'll be less than enthusiastic about parting with his possessions or his dignity... Exercise Two.



LEVEL 8 / DRAINAGE CANAL



To find the 10 year old John Carter, ride your Harley through the drainage canal. Avoid the obstacles and debris, as well as stay away with the 50 gauge, but don't hang around. Right behind you is the T-1000 attempting to acquire its target with a 3.3,000lb. big-rig tow truck. If he gets too close for comfort, let fly with the lead, as you, John, and the future will be rewarded.

Beats a Cowboy like yours is famous in your world, but it is not an easy task. It will take practice. Don't get your name your first shot. Try, see what advanced steps will be.

MOTORCYCLE HANDLING

TO TURN LEFT or RIGHT - Press the appropriate LEFT or RIGHT CONTROL PAD ARROW

TO FIRE FORWARD - Press the B BUTTON

TO FIRE BACKWARDS - Press the B BUTTON plus the DOWN CONTROL PAD ARROW



LEVEL 8 / PASCADERO STATE

HOSPITAL FOR THE CRIMINALLY INSANE

Sarah Connor is imprisoned in the hospital. The police caught her trying to blow up the Cyberdyne Systems building. When she told them that it was to stop machines from destroying the world, she was certified insane and locked up!



Now John demands you rescue her. You know the F-1000 will be waiting for you (you would), but the future leader is adamant. [Humans?] Check every room until you find her.

John also orders you to stop killing people. However, the guards at the hospital will no



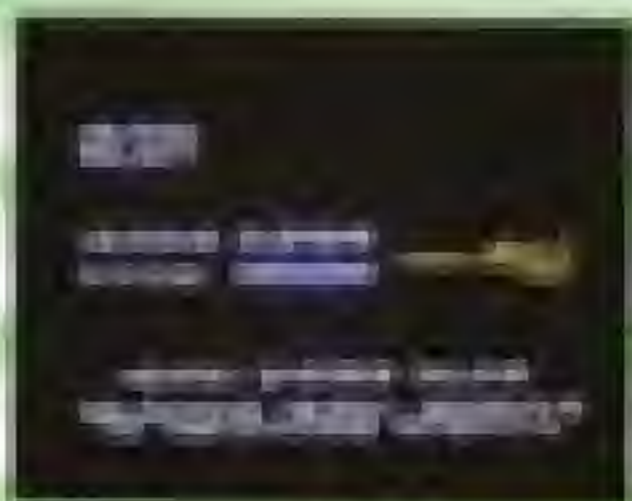
more believe your story than Sarah's. They will do whatever it takes to destroy you, but you must follow John's directive (MISSION PROGRAM 5 - OBEY JOHN CONNOR). Find a way to slow down your human opponents without terminating them.

T-800 SEARCH PROGRAM - HIGH PROBABILITY SOME ROOMS CONTAIN BONUS ENERGY / ADDITIONAL AMMUNITION / ELEVATOR SECURITY CARDS.

TO COLLECT ANY ITEM - Search it

TO ENTER A ROOM OR ELEVATOR - Press the UP CONTROL PAD ARROWS while standing directly in front of the appropriate doorway

NOTE - The T-800 Search Program will only function from the Main Hospital east wing entrance and its service tunnels. Just after the main entrance you will see the T-800 Search Program you will get to talk with you to the T-800 Search Program.



LEVEL 4 / CYBERDYNE SYSTEMS BUILDING...EASY MONEY

The only way to stop the development of SKINTEK is to destroy it before it was born. Shut down Cyberdyne Systems permanently. 10 barrels of high-explosives have been placed throughout the building. Take them to the 10th floor, up to three at a time and deposit them in the holding tank.

As soon as you deposit the 10th barrel, your Visual Display will indicate that the explosives have been changed and the countdown will begin. Within 60 seconds, distribute the barrels 2 at a time along the 10th floor laboratory and then clear out, pronto!



T-800 EXPLOSIVES SEARCH PROGRAM ONCE INSIDE ELEVATOR, VISUAL DISPLAY INDICATES:



TO COLLECT BARRILS - Touch them.

TO ENTER ELEVATOR ON THE COMPUTER LABORATORIES - Press the UP CONTROL PAD ARROW while standing directly in front of the appropriate doorway.

ELEVATOR CONTROLS

TO RISE UP - Press the UP CONTROL PAD ARROW

TO RISE DOWN - Press the DOWN CONTROL PAD ARROW

TO EXIT - Press the START BUTTON

T-800 EXPLOSIVES DEPOSIT PROGRAM - VISUAL DISPLAY ARROWS INDICATE:

1) Location of holding tank

2) Where to plant charges once all 10 barrels have been deposited in holding tank.

TO DEPOSIT CHARGES - Press the DOWN CONTROL PAD ARROW.

T-800 EXPLOSIVES DISTRIBUTION PROGRAM - VISUAL DISPLAY INDICATES:



LEVEL 9 / STEEL MILL HASTA LA VISTA, BABY!

With Cyberdyne destroyed, only one enemy remains... the T-1000. Reach the top of the mill and destroy that liquid liquid any way you can, but beware! The T-1000's pursuit of its mission is relentless. It may disappear only to attack again. Put it out of action for good, or you and mankind are headed for history's scrapheap. You are the only hope. *Terminate the Terminator.*



CYBERDYNE SYSTEMS T-1000 TERMINATOR



The advanced prototype is mimetic polyalloy (liquid metal). It can metamorphose into virtually anything. Hit it, and the liquid changes shape so fast that what was once a head is now a fist crushing the life out of you. Run from it, and it morphs into the ground only to come up right in front of you. Ever feel invisible?

BATTERY LIFE

The T-800 is designed to last in an ideal world for 120 years, but being attached with a good suit, washed with a concrete drainage canal, pumped full of lead, and pulverized by a T-1000 are less than ideal conditions. If your energy is depleted, your CPU Central Processing Unit will shut down in order to regenerate. It shut down... YOU ARE TERMINATED.



LIST OF ACHIEVEMENTS

At the conclusion of your mission, if you have proved yourself to be as efficient a protector as a Terminator, you can add your name to the List of Excellence.

TO SCROLL FORWARD THROUGH THE ALPHABET - Press the RIGHT CONTROL PAD ARROW.

TO SCROLL BACKWARD - Press the LEFT CONTROL PAD ARROW.

TO MOVE THE CURSOR RIGHT - Press the A BUTTON.

TO ERASE THE LAST LETTER ENTERED - Press the B BUTTON.

YOU ARE THE FUTURE

SKYNET designed you to wipe human life off the face of the planet. Now, you, a machine, are the hope of humanity. Fail in your mission and the clock will be rewound stops August 29, 1987.

And John and Sarah Connor, Dallas's Cyberdyne's reckless technology - the T-800 is man's most evil tool to hunt him. Stop the nightmare.

There is no time to waste. You are making up history as you go. The future is not set. It is now.



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